

Luke Montalvo

luke.montalvo@gmail.com

<https://github.com/piluke/>

361-232-8896

Education

The University of Texas at Austin (Estimated graduation by Dec 2020)

Bachelor of Science: Computer Science, *In Progress*

Transferred from the University of Houston

Technical Skills

Programming Languages: C++, Python, Java, PHP, HTML/Javascript, Swift

Operating Systems: Linux, MS Windows 7/10, macOS, Android, iOS

Tools: GCC, Git, CMake, Blender, Hammer, Unreal Engine, Ardour, Reason, Visual Studio, GameMaker: Studio

Platforms: Github, Steam, Facebook, Twitter, Bandcamp

Professional Experience

OrthoRuler Dentistry App (May 2017-now) [itunes.apple.com/us/app/orthoruler/id1278658476]

Lead Developer

- Design and develop an iPhone app to assist orthodontists in measuring tooth molds
- *Experience:* macOS, iOS, Swift

American Chemical Society (UH Chapter) (May 2016-May 2017) [acsuh.com]

Webmaster

- Redesign, implement, and maintain a website to serve ACSUH members
- *Experience:* PHP, HTML, Javascript, CSS, Bootstrap

Personal Projects

Basic Event Engine (2015-now) [github.com/piluke/BasicEventEngine]

Lead Developer

- Design and implement a custom game engine from the ground up for a startup game studio
- *Experience:* C++, Python, OpenGL, Bullet Physics, Travis CI
- *Environment:* CMake with GCC on Linux, Visual Studio on Windows

Team Fortress 2 Map Making (2016-now) [tf2maps.net/members/turtleboy666.25071]

- *Experience:* King of the Hill and Payload maps, Hammer, Blender, GIMP

Carbon Jacket (2015-now) [carbonjacket.com]

Bass Player

- Write songs and promote via social media for three self-released albums
- *Experience:* Bass, piano, Ardour, Reason, Facebook, Twitter